
Title: Vampire Rituals

Author: Setrivi

-Taint Ritual-

Four Elder Vampires
casts out a web of
darkness over a city,
bringing down a light
'mist' of taint over the
city. Thieves get a little
nastier, thugs a bit more
violent. A drunk husband
is inclined a bit more to
hit his wife. While the
results stack, no single
outcome is particularly
amazing. However, the
most important part of
this, is the taint that
strikes the population.

Virtues require places of
power with a pure, clean,
emphasis upon them. Once
this curse is laid over
the city, these places are
defiled. While not so
defiled as to bar the
population from using
them, they were filthy
enough to make the act
of drawing energy from
them more difficult.

To enact this ritual, four
canopic jars are set
within the city. Each jar
must hold the heart of
someone pure - a child, a
priest that actually cared
for his flock, etc. Each
jar is set at a cardinal
direction, and they form
the four points of the
circle which acts as the
boundary for this spell.

Once the spell is enacted,
the jars can be moved
without ruining the spell.

However, if they are destroyed, the taint lifts from the affected area within hours.

Note: The ritual can not be cast past midnight and requires each vampire to drain a cup of his or her blood to feed the magical energies needed for this spell.

-Dark Scarab-

The Scarab is carved out of some fine substance, by an Elder Vampire, and then imbued with his own power. As the Scarab focuses the taint of oblivion, the small beetle-like figurine begins to pulse with dark energy. It does not harm the follower that created it, nor anyone else that simply casually touches it. However, once placed upon a body, it becomes part of that body, melting into it. Once within that body, any healing attempted upon the body is negated by the Scarab, and some of its energy abated. With time, the Scarab loses its potency, and the body can resume being healed. While part of a body, this scarab will follow whatever state that body is in.

Note: This ritual will negate external cures to a limited extent. It requires a considerable expenditure of blood from the Vampire to make the object work. Spirit Speaking is a helpful way to activate the object, using this will lower the

amount of blood needed
to run this ritual as
corrupted spiritual
energies occupy the
Scarab.